THE LOST VIKINGS™

They just want to go home!

AMIGA CD32

Interplay

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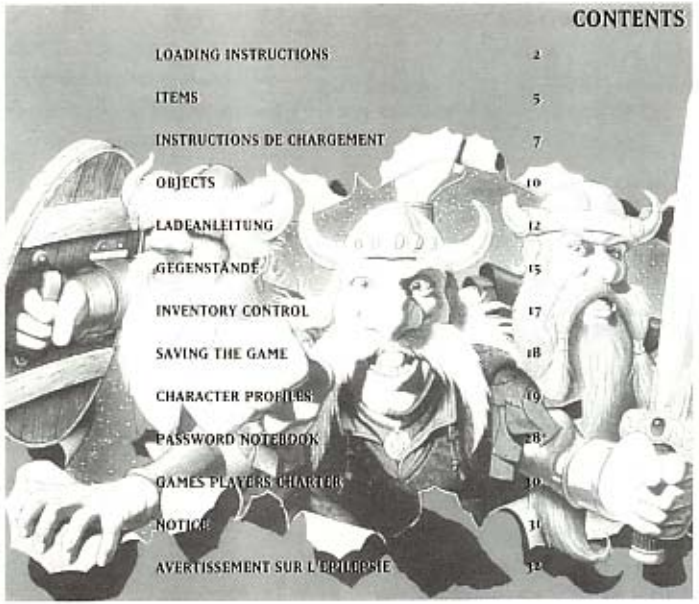

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LOADING INSTRUCTIONS

Insert the Lost Vikings CD into the CD32 console as shown in the Commodore instruction manual, and switch the console on.

Controls

- DIRECTION BUTTON

  Moves the Viking left, right, up or down

- RED BUTTON

  Performs a Viking's primary ability

  Baleog the Fierce will swing his mighty sword

  Erik the Swift will jump to great heights

  Olaf the Stout will raise or lower his shield

- BLUE BUTTON

  Performs a Viking's secondary ability

  Baleog the Fierce will shoot arrows with his bows

  Erik the Swift will use his head to bash while running

  Olaf the Stout will raise or lower his shield

- YELLOW BUTTON

  Allows you to choose the item to be used

  To choose an item, press one of this button and move the flashing box to the desired item

- TOP RIGHT BUTTON

  Allows a Viking to use the highlighted item from his supply of items

- GREEN BUTTON

  Allows a Viking to activate buttons, flip switches, etc. and talk to other characters

- TOP LEFT BUTTON

  Will enable the player to take control of one of the other two Vikings

- **PAUSE BUTTON**

  Will enable you to pause the game

  When the game is paused you will be given the option to GIVE UP? Choosing YES will restart you at the beginning of the same level. Choosing NO will resume the game

  The GIVE UP option is particularly useful if one of your Vikings has died or are in a position so that you cannot complete the level. You cannot complete the level if a Viking has died

ITEMS

Throughout the course of the game, there will be several different items that will assist you in completing the game.

- **FOOD**

  Heals 1 health point

- **STEAKS**

  Heals 2 health points

- **SHIELD**

  Gives a Viking a bonus blue health point

- **BOMBS**

  You can drop them anywhere you like to blow something up

- **SMART BOMBS**

  Destroy all enemies on the screen

FLAMING ARROW

Kills an enemy in one shot

KEYS

Used to unlock doors of the same colour

GRAVITY BOOTS

Lets a Viking walk in a gravitaional field

BUTTONS

Used in many places to activate things in the game, like opening doors

SWITCHES

Also used in many places to activate things in the game, like opening doors

TARGET

Acts like button but must be shot by Baleog to activate

INSTRUCTIONS DE CHARGEMENT

Insérez le CD Lost Vikings dans la console CD32 comme indiqué dans le manuel d'instructions Commodore, et allumez la console.

Commandes

BOUTON DE DIRECTION

Déplace les Vikings vers la gauche, la droite, le haut ou le bas

BOUTON ROUGE

Les Vikings accomplissent des actions de premier niveau

Baleog the Fierce fera tourner son épée puissante

Erik the Swift sautera très haut

Olaf the Stout lèvera ou abaissera son bouclier

BOUTON BLEU

Les Vikings accomplissent des actions de deuxième niveau

Baleog the Fierce tirera des flèches avec son arc

Erik the Swift utilisera sa tête pour donner des coups tout en courant

Olaf the Stout lèvera ou abaissera son bouclier

- BOUTON JAUNE

Vous permet de choisir l'objet à utiliser

Pour choisir un objet, appuyez sur l'un de ces boutons et placez le bouton clignotant sur l'objet choisi

- BOUTON SUPÉRIEUR DROIT
- **Permet à un Viking d'utiliser l'objet mis en surbrillance parmi tous les objets**

- OUTON VERT
- **Permet à un Viking d'activer des boutons, des leviers, etc., et de parler aux autres personnages**

- BOUTON SUPÉRIEUR GAUCHE
- **Permet au joueur de prendre le contrôle de l'un des deux autres Vikings**

- BOUTON PAUSE

Vous permet de mettre le jeu en pause

Lorsque le jeu est mis en pause, l'option ABANDONNER? apparaît. Si vous choisissez OUI, vous recommencerez au début du même niveau. Si vous choisissez NON, le jeu reprendra là où vous l'avez laissé

L'option ABANDONNER? est particulièrement utile si l'un de vos Vikings est mort ou est dans une telle situation que vous ne pouvez pas venir à bout de ce niveau. Vous ne pouvez pas terminer un niveau si un Viking est mort

OBJETS

Tout au long du jeu, vous trouverez plusieurs objets différents qui vous aideront à aller jusqu'au bout du jeu

NOURRITURE
Vous donne 1 point de santé

STEAKS
Vous donnent 2 points de santé

BOUCLIER
Donne aux Vikings un point de santé bonus bleu

BOMBES
Vous pouvez les lâcher où vous voulez pour faire exploser quelque chose

BOMBES INTELLIGENTES
Détruisent tous les ennemis à l'écran

FLÈCHES FLAMBOYANTES
Tuent tous les ennemis d'un coup

CLEFS
Utilisées pour ouvrir les portes de couleur correspondante

BOTTES DE GRAVITÉ
Permettent aux Vikings de marcher dans un champ de gravitation

BOUTONS
Utilisés dans de nombreux endroits pour activer des choses dans le jeu, comme par exemple ouvrir des portes

CIBLE
S'active comme les boutons, mais Baleog doit lui tirer dessus pour que cela marche

LADEANLEITUNG

Lege die Lost Vikings-CD wie im Handbuch von Commodore beschrieben in die CD32-Konsole ein, und schalte dann die Konsole ein.

Steuerung

- RICHTUNGSKNOPF

  Damit bewegst Du den Wikinger nach links, rechts, oben oder unten

- ROTER KNOPF

  Zum Ausführen einer der Hauptfähigkeiten der Wikinger

  Baelog the Fierce wird sein mächtiges Schwert schwingen

  Erik the Swift springt in luftige Höhen

  Olaf the Stout hebt oder senkt seinen Schild

- **Blauer Knopf**

  Zum Ausführen einer der Nebenfähigkeiten der Wikinger

  Baelog the Fierce wird mit seinen Bögen Pfeile verschießen

  Erik the Swift benutzt im Laufen seinen Kopf als Waffe

  Olaf the Stout hebt oder senkt seinen Schild

- GELBER KNOPF

  Damit wählst Du den Gegenstand, den Du benutzen möchtest

  Um einen Gegenstand zu wählen, drückst Du einen dieser Knöpfe und bewegst dann den blinkenden Knopf auf den gewünschten Gegenstand

- KNOPF OBEN LINKS

  Erlaubt dem Wikinger, einen markierten Gegenstand aus seinem Inventar zu benutzen

- GRÜNER KNOPF

  Erlaubt dem Wikinger, Knöpfe zu aktivieren, Schalter umzulegen usw. und mit den anderen Figuren zu reden

- KNOPF OBEN RECHTS

  Damit kann der Spieler zur Steuerung eines der beiden anderen Wikinger wechseln

- PAUSENKNOPF

  Damit kannst Du das Spiel unterbrechen

  Sobald das Spiel unterbrochen wird, erscheint die Option "GIVE UP?" (Aufgeben?). Wählst Du "YES" (Ja), beginnst Du diesen Level noch einmal von vorn an. Mit "NO" (Nein) setzt Du das laufende Spiel fort.

  Die Option "GIVE UP?" ist besonders nützlich, wenn einer Deiner Wikinger in einer so ausweglosen Lage steckt, daß Du den Level nicht abschließen kannst, oder gar gestorben ist. Mit einem toten Wikinger kannst Du den Level sowieso nicht mehr abschließen.

GEGENSTÄNDE

Im Verlauf des Spiels erscheinen verschiedene Gegenstände, die Dir zum Erfolg verhelfen.

- NAHRUNG

  Heilt um 1 Gesundheitspunkt

- STEAK

  Heilt um 2 Gesundheitspunkte

- SCHILD

  Gibt dem Wikinger einen blauen Bonus-Gesundheitspunkt

- BOMBEN

  Du kannst sie überall abwerfen, um etwas in die Luft zu jagen

- INTELLIGENTE BOMBEN

  Vernichten alle Gegner auf dem Bildschirm

- **BRANDPFEIL**
  Erledigt alle Gegner auf einen Streich

- **SCHLÜSSEL**
  Damit kannst Du Türen derselben Farbe aufschließen

- **SCHWERKRAFTSTIEFEL**
  Erlauben dem Wikinger, in einem Schwerkraftfeld zu laufen

- **KNÖPFE**
  Erscheinen an zahlreichen Stellen, um Dinge im Spiel zu aktivieren, z.B. zum Öffnen von Türen.

- **ZIEL**
  Funktioniert wie ein Knopf und wird dadurch aktiviert, daß Baelog es triff

INVENTORY CONTROL

- Each Viking has the ability to carry upto four items. An item is automatically picked up when they touch it (as long as the Viking has room to carry the item). To use an item, press the YELLOW button and move the flashing box to the desired item. Then press the YELLOW button again to resume your game. You can then press the GREEN & YELLOW buttons simultaneously to use the selected item.

- The Vikings are also able to trade items with each other, but only if they are close to each other. To trade an item you must first switch control to the Viking with the item you want to trade. Press the YELLOW button, move the flashing box to the desired item to be traded and press the RED button (Primary ability). Then move the item to the Viking you want to give the item to and press the RED button. To exit inventory mode, press the YELLOW button.

- You can also throw away food or bombs by moving the item to the trash can.

SAVING THE GAME

- The Lost Vikings allow you to continue where you left off by entering a pass word. The game will give you a pass word at the beginning of each new level you reach. In case you forget to write down the password at the start of a new level, it will be shown again when you quit the game.

- Erik, Olaf and Baleog want to remind you to write down your passwords on the page provided at the back of this manual. This way you will always know where it is and you will never have to replay levels that you have already completed.

- To start the game from a saved password, select PASSWORD from the START screen. Enter your password by using the Control Pad to enter the letters. If you have made a mistake in the password, move the arrow left to undo the error.

CHARACTER PROFILES

- **Name**
  Erik the Swift

- **AGE**
  19

- **HEIGHT**
  5'8"

- **WEIGHT**
  160 lbs

- **SPECIALITY**
  Scouting, Speeding

- **EQUIPMENT**
  Running Shoes, A Strong Head

- **OCCUPATION**
  Mercenary, Track Coach, Stuntman, Pizza Delivery

- **HOBBIES**
  Sprinting, Rock Climbing

- **FAVOURITE AUTHORS**
  Dr. Seuss, Friedrich Nietsche

- **FAVOURITE MOVIES**
  The Running Man, Running Scared, Run Silent, Run Deep, Logan's Run, Running on Empty, Nuns on the run.

- **FAVOURITE BAND**
  Rush

FAVOURITE MEAL

Fast Food

AILMENTS

Athlete;s Foot, Frequent Headaches

FAVOURITE PETS

Cheetahs, Jaguars, Falcons

DESIRED BIRTHDAY PRESENT

A football helmet

FAVOURITE HOLIDAY

Groundhog Day

FAVOURITE QUOTE

'It is better to run and jump away from enemies than it is to let them smash you into little pieces'

ANONYMOUS

Comments

The tactical genius and self-proclaimed leader of the party. Erik is the swiftest and most agile of the Vikings which makes him an indispensable part of any expedition. His wit and resourcefulness are often key to resolving difficult situations.

However, he has a short attention span and gets easily agitated by sitting in the same place for too long. In fact, his patience is often at times too thin to tolerate his two brothers. Despite these shortcomings, he proves to be a valuable companion on any adventure.

Strengths

Erik is the swiftest Viking. He can outrun any enemy and leap high into the air. He also has a head of stone which he can use to bash open walls.

Weakness

Erik has no defensive capabilities, which leaves him very vulnerable if he goes out scouting by himself. His speed can be a liability at times if you are not careful.

Name
Baleog the Fierce

AGE
25

HEIGHT
6'0"

WEIGHT
220 lbs

SPECIALITY
Combat, Copping, Slicing and Dicing

EQUIPMENT
Bows, Arrows, Sword, Attitude

OCCUPATION
Mercenary, Corporate Raider

HOBBIES
Body Building, Knife Throwing, Bowling

FAVOURITE DRINK
Fruit Punch

PREFFERED VEGETABLE
Squash

GOALS
World Domination, Bowling League Champion

FAVOURITE MOVIES
Sparticus, Rambo II, Conan the Barbarian, Pumping Iron, The Terminator

FAVOURITE EXCLAMATION
Yo!

FAVOURITE VACATION SPOT
Iceland

FAVOURITE VOWEL
A

FAVOURITE HOLIDAY
Labour Day

FAVOURITE BAND
Aerosmith

FAVOURITE QUOTE
'Enter the mill and you will come out floury and baked'
UNKNOWN DANISH BAKER

PRIZED POSESSIONS
Sword shaped letter opener, Long Underwear

Comments

Baleog's enormous ego is tolerable only in light of the martial skill he provides to the expedition. When he's not accusing his brothers of being lazy or weak, Baleog can often be found sharpening his sword and contemplating his strategy for world conquest. Nonetheless, despite his sometimes less than pleasant company, Baleog is a fierce foe to any that stand in a party's way.

Strengths

Baleog can attack with his sword and shoot arrows. He can also use arrows to activate switches that are a long distance away.

Weakness

He has not yet mastered the art of defence. Therefore he usually hides behind Olafis shield during battles with formidable foes.

Name

Olaf the Stout

AGE

23

HEIGHT

6'2"

WEIGHT

320 lbs

SPECIALITY

Defence, Aeronautics, Comedic relief

EQUIPMENT

Shield, Belly, A Silly Laugh

OCCUPATION

Mercenary, Winchellis Poster Boy

HOBBIES

Para-Sailing, Bungee Jumping

FAVOURITE FOODS

Meatloaf, Sprinkled Doughnuts

ULTIMATE FANTASY

To be a sumo wrestler

FAVOURITE INSTRUMENT

Tuba.

FAVOURITE MOVIES

Fat Man and Little Boy, Little Big Man, Breakfast at Tiffany's, The Breakfast Club, The Naked Lunch, Lunch Wagon, Dinner at Eight, Guess Who's Coming to Dinner, My Dinner with Andre.

FAVOURITE RELATIVE

Uncle Beorn

FAVOURITE HOLIDAY

Christmas

FAVOURITE BOOKS

ABC-123, Green Eggs and Ham

FAVOURITE QUOTE

'Life is just a big banana. Be careful not to slip on the peel and all will turn out fine'

UNCLE BEORN

FAMILY

Married with two children

FAVOURITE TOY

Yellow Rubber Duck named Elvis

Comments

This jovial Viking, with his hardy constitution and steadfast resolve, can be counted on in any situation. His appetite for adventure is rivalled only by his passion for pastries. Unfortunately, he is often seized by unprovoked laughing fits, making extended travel with him somewhat tiresome. His hulking presence is, however, greatly appreciated in the heat of a battle.

Strengths

He can use his shield to block enemies and their shots. He can also hold his shield above his head and float long distances, which gives him great manoeuvrability.

Weakness

He has to wait for Baleog in combat situations and his shield can not always protect him and other Vikings from certain foes that have jumping capabilities of their own.

PASSWORD NOTEBOOK

LEVEL	PASSWORD
1	.....
2	.....
3	.....
4	.....
5	.....
6	.....
7	.....
8	.....
9	.....
10	.....

LEVEL	PASSWORD
11	.....
12	.....
13	.....
14	.....
15	.....
16	.....
17	.....
18	.....
19	.....

LEVEL	PASSWORD
21	.....
22	.....
23	.....
24	.....
25	.....
26	.....
27	.....
28	.....
29	.....
30	.....

LEVEL	PASSWORD
31	.....
32	.....
33	.....
34	.....
35	.....
36	.....
37	.....

GAMES PLAYERS CHARTER

- **Avoid playing when tired. Play for no more than one hour at a time**
- **Sit well away from the screen, preferably no closer than ten feet**
- **Play games in well lit areas**
- **Reduce the brightness of the screen to darken the contrast**
- **Use as small a screen as possible**

These tips will help you enjoy your games playing more and maximise your performance.

Only 1500 people in the United Kingdom are photosensitive epileptics (sensitive to flickering lights). These are the only people who may develop an epileptic reaction to playing computer and video games.

REMEMBER, COMPUTER AND VIDEO GAMES ARE FUN.

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- Station Road, Offenham, Nr Evesham, Worcestershire. WR11 5LW
- Tel (0386) 830 642
- Fax (0386) 830693

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- **A brief statement describing the defect**
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THE BARN, ST JOHN'S YARD

MAIN ROAD, FYFIELD

OXON, OX13 5LN ENGLAND

AVERTISSEMENT SUR L'EPILEPSIE

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie.

Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation.

Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles,

perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDEO

Ne vous tenez pas trop près de l'écran. Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement.

- **Utilisez de préférence les jeux vidéo sur un écran de petite taille**
- **Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil**
- **Assurez-vous que vous jouez dans une pièce bien éclairée**
- **En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures**

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Interplay Productions.
The Barn, St. John's Yard,
Main Road, Fyfield,
Oxon. OX13 5LN.

Tel: 0865 390029.
Fax: 0865 390213